CARRIER FORCE™

SANTA CRUZ
MIDWAY
SOLOMONS
CORAL SEA

48K APPLE®

For the Apple® II with Applesoft ROM card, II Plus & IIe.

SSI

STRATEGIC SIMULATIONS INC

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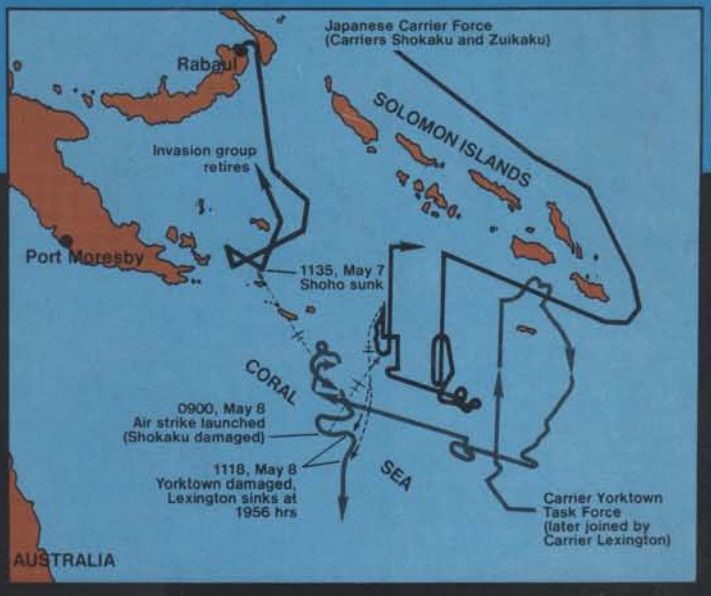
CARRIER FORCE™ was designed by **Gary Grigsby**, who also designed
SSI's GUADALCANAL CAMPAIGN,™ **BOMB ALLEY,**™ **& NORTH ATLANTIC '86.**™

☐ PLAYING TIME: 3 to 10 hours. ☐ ADVANCED LEVEL

Box cover design by IMAGE CREATIONS.

- ☐ 4 games in 1: Coral Sea, Midway, Eastern Solomons, Santa Cruz.
- ☐ Accounts for every warship & plane that participated in the 4 carrier battles. Ship types include CV, BB, CA, CL, CLAA, DD, ML, TR, TK, SS. Plane types include F2A, F4F, P39, SBD, TBD, TBF, B17, B25, B26, VAL, KATE, ZEKE, BETTY, NELL, JUDY.
- ☐ Plane attrition based on landings in bad weather and at night.
- ☐ Possibility of surface combat and submarine attacks.
- ☐ Hidden movement, limited intelligence & inaccurate ship sightings.
- ☐ Two-player and computer-as-Japanese scenarios.
- ☐ Ability to save a game in progress for resumption later.



HISTORY: In May 1942, Japan decided to expand its plans to isolate Australia by invading the Allied base of Port Moresby. The carriers *Shokaku, Zuikaku* and *Shoho* were dispatched to support the invasion group. The U.S. sent the *Yorktown* and *Lexington* to meet the Japanese threat. The result of the battle was the sinking of the *Shoho* with serious damage sustained by the *Shokaku*. The U.S. suffered the loss of the *Lexington* and the crippling of the *Yorktown*. With victory in sight, the Japanese inexplicably broke off battle and withdrew. Thus ended the Battle of the Coral Sea.

In June, the Japanese launched what was to be a surprise massive assault on Midway. Unknown to the Japanese, the U.S. had already broken its code and had the *Enterprise*, *Hornet* and *Yorktown* poised to provide a rude reception. Caught with their planes on deck fully loaded, the *Akagi*, *Kaga* and *Soryu* were literally sitting ducks for the U.S. Dauntless bombers. Japan's consummate debacle at the Battle of Midway marked the beginning of her end as a naval power.

In later months, the remaining carriers *Shokaku* and *Zuikaku* were called on to support the attack on Guadalcanal. No clear winner emerged from the two carrier clashes that followed — the Battle of the Eastern Solomons and of Santa Cruz. In a wider view, however, the U.S. must be considered the victor since Henderson Field never fell.

HISTORY REPLAYED: CARRIER FORCE™ simulates every last detail of these four major flat-top battles. Every major warship and plane is fully accounted for and accurately rated. Combat is resolved down to the last plane! And just as in the real battles, carriers must turn into the wind in order to launch planes.

So detailed is this game that you must play flight-deck manager, shuttling up to 36 plane operations — landings and launchings — in one turn (one hour). Planes must also be readied and loaded with the right bombs.

Real naval warfare conditions are re-created: weather, night time, visibility, inaccurate sightings... Seaplanes must be launched to search the wide Pacific for the enemy. Combat Air Patrols must be constantly sent up to protect the task forces. This is especially important for the Japanese since they do not have radar — a priceless tool available to the U.S. after Coral Sea.

As complex as this game sounds, it is very easy to play: The computer handles all administrative chores, leaving you to give all the orders and to plot the strategies — just like a real admiral!

For one or two players. In solitaire, the computer plays the Japanese.

Above: The actual tracks of U.S. and Japanese carriers during the real Battle of the Coral Sea, May, 1942.

Left: Hi-Res color graphics show the Solomon Islands.

Below: Four sample data displays showing the richness of detail you'll find in CARRIER FORCE.

Aircraft status display for the Japanese carrier Soryu.

Aircraft status display for the U.S. base of Midway.

Status display of U.S. airbases and carriers at Midway.

Display of the main Japanese carrier force at Midway.

ALL SCREEN DISPLAYS SHOWN HERE ARE FROM THE APPLE®. DISPLAYS FROM OTHER COMPUTER(S) MAY VARY.

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